

ABSTRACT

A body and sleeves of a designed virtual seamless knit garment are expanded into an elliptic cylindrical shape and tentatively positioned with respect to a human model. Each part of the expanded seamless garment is moved towards each axis of the torso and both arms of the human model and is tentatively worn. The stitch arrangement in the worn garment is smoothed in the horizontal and vertical directions and the stitch positions are roughly corrected. Next, the stitch position of each part of the garment is repeatedly smoothed so as to obtain a virtual garment after wearing. It is possible to perform simulation of the state in which the knit garment is worn by a person, on the basis of a reliable model involving little computational effort.